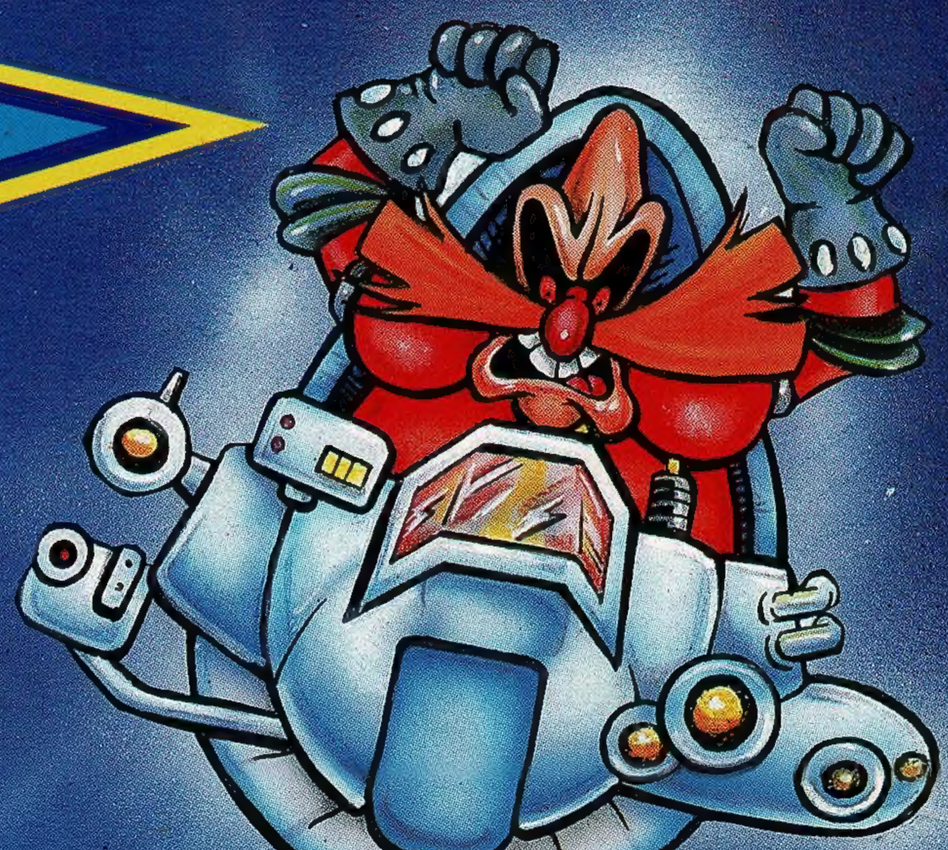
£1.15 • 3RD MARCH 1995 • NO. 46 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • Q ZONE • REVIEWS

sonic the comic

starring

SONIC THE HEDGEHOG™



FREE!

SONIC SPINBALL SWEETS!

SWEETIES MISSING? IF IT'S NOT BECAUSE YOU'VE EATEN THEM, INFORM YOUR NEWSAGENT.

SHORTY GOES NUTS!

THE CYBERNIK FIGHTS BACK!

PLUS

STREETS OF RAGE!

MARKO'S MAGIC FOOTBALL!

SONIC PIN-UP!

46

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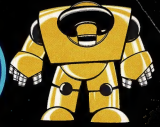
CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Hope you like *STC*'s sticky start on the cover in the shape of the **Sonic Spinball sweets**. Yes, Boomers, even our fab-eroonie free gifts are 'taste-ful'!.

This issue features a final farewell (for now) to those **Streets of Ragers** and also to **Marko's Magic Football**. However, don't be down-hearted humes, as next issue sees a welcome return to that mighty warrior **Shinobi**. There's also another splashing new launch called **Captain Plunder and his Sky Pirates**.

No news is good news again, in so far as there's a dashing pin-up of **Sonic** in the centre pages. However, fear not Boomers, normal News Zone service will be resumed in the near future. *Feline* in the mood for a rip-roaring **Q Zone**, then turn to the first part of *STC*'s **Lion King Special**.

Finally, looking ahead, **Tails** fans will be delighted to discover that a certain foxy hero goes undercover in just two issues time in **Zone-runner 2**. But be warned, your old school macs and overcoats may start to get treated to a sudden new lease of life.

Megadroid

ECCO FRIENDLY!

Here's a sweet offer enabling you to munch your way towards Ecco-friendliness. Sega have teamed up with cake and biscuit makers, McVities for a fabbo promotion featuring the splash-happy **Ecco the Dolphin**!

Provided you collect three promotional pack tokens and fill in an entry form, a cuddly dolphin toy can be purchased. For every toy bought, fifty pence will be donated to the **Whale and Dolphin Conservation Society**. The **WDCS** is a national charity dedicated to the worldwide conservation of all species of dolphin, whale and porpoise.

The promotion, featured on the back of up to two million *Jaffa*, *Penguin* and *Mallo* Cake Bars, also includes a free prize draw offering the chance to win a Mega CD, 5 Mega Drives, 10 Game Gears, 50 Sega Master Systems, together with the follow-up to the original *Ecco the Dolphin* release, *Ecco: The Tides of Time*, (released last November). Dolphinately, a flippin' good offer!

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · NEW new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA SOCCER '95
2	▲	MICRO MACHINES 2
3	▼	THE LION KING
4	▲	JIMMY WHITE'S WHIRLWIND SNOOKER
5	▲	EARTHWORM JIM
6	▼	SONIC AND KNUCKLES
7	▲	PGA TOUR GOLF 3
8	RE	ROCKET KNIGHT ADVENTURES
9	▼	URBAN STRIKE
10	RE	GUNSHIP

MEGA-CD

1	▲	FIFA INTERNATIONAL SOCCER
2	▼	REBEL ASSAULT
3	—	SONIC CD
4	RE	MORTAL KOMBAT
5	RE	WORLD CUP USA '94
6	▼	ECCO THE DOLPHIN
7	RE	BLACK HOLE ASSAULT
8	▲	PRINCE OF PERSIA
9	▲	JAGUAR XJ220
10	▼	THUNDERHAWK

MASTER SYSTEM

1	—	JUNGLE BOOK
2	▲	ROBOCOP V TERMINATOR
3	▲	SONIC THE HEDGEHOG 2
4	▼	SONIC CHAOS
5	▲	DESERT STRIKE
6	▲	PGA TOUR GOLF
7	RE	DONALD DUCK
8	▼	DESERT SPEED TRAP
9	RE	COOL SPOT
10	▼	MICKEY MOUSE 2

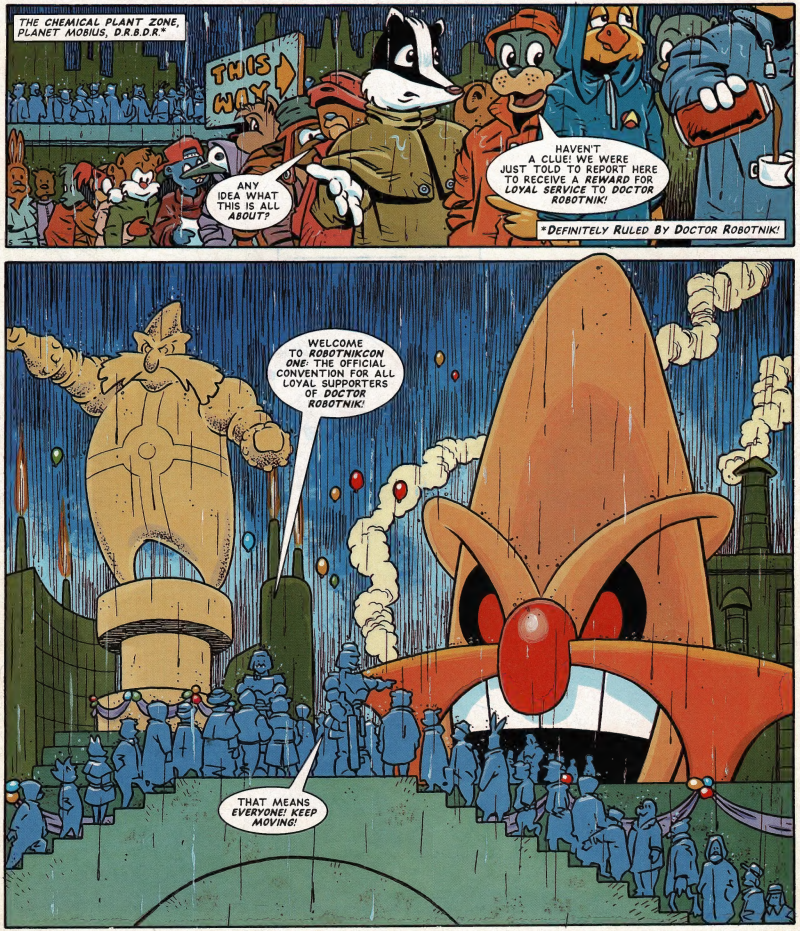
GAME GEAR

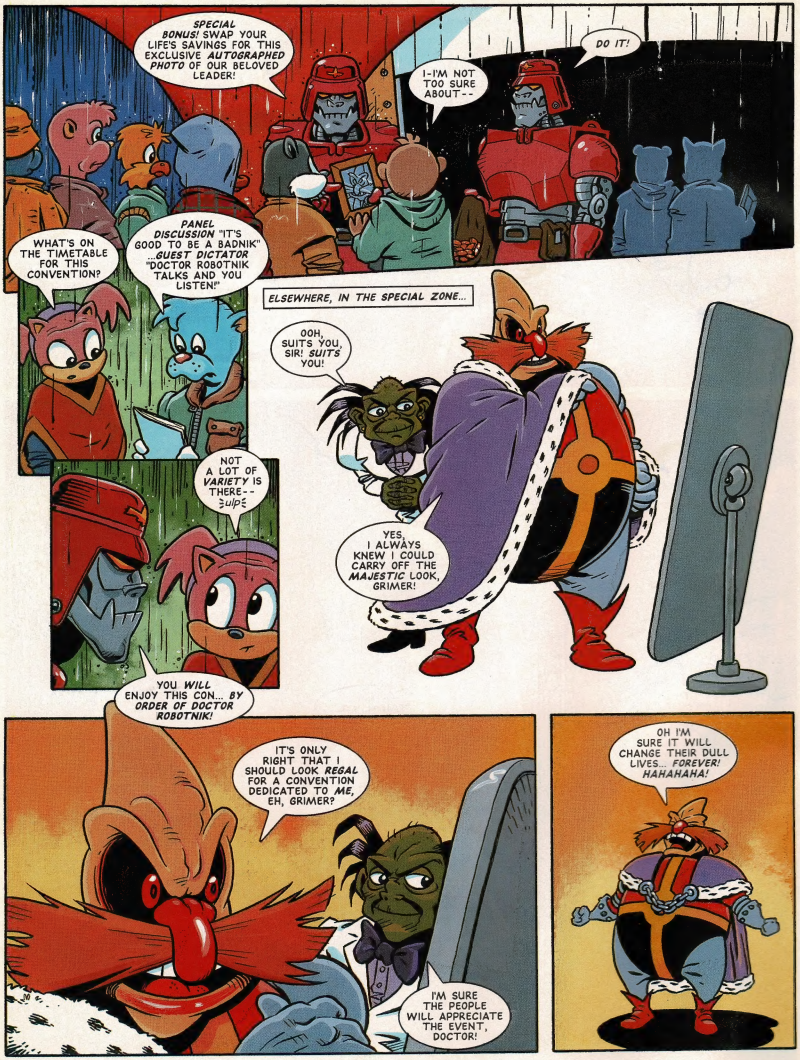
1	▲	SUPER OFF ROAD
2	▼	THE LION KING
3	RE	SONIC THE HEDGEHOG 2
4	▼	COOL SPOT
5	▼	SONIC CHAOS
6	RE	FIFA INTERNATIONAL SOCCER
7	RE	THE SIMPSONS
8	RE	TAZ-MANIA
9	NEW	JAMES BOND: THE DUEL
10	RE	SUPER SPACE INVADERS

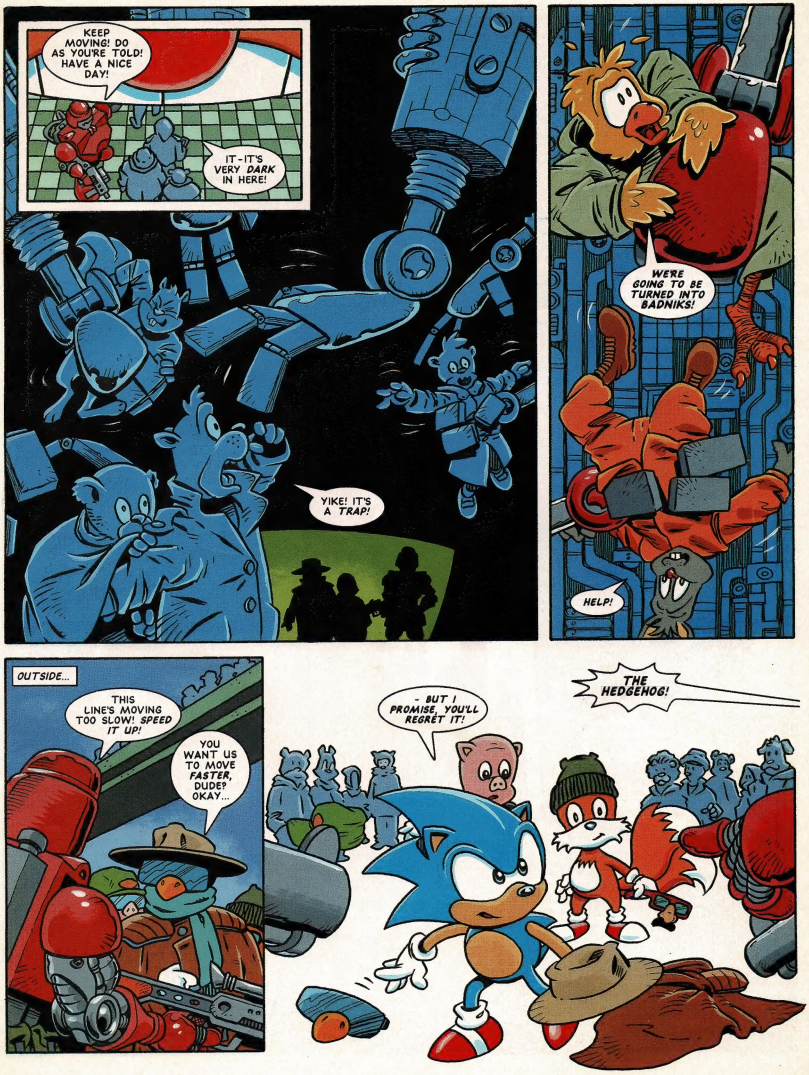
SONIC THE HEDGEHOG

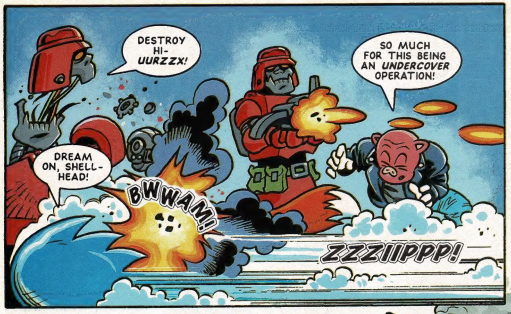
The Big Con

Script: Lew Stringer
Art: Roberto Corona
Lettering: Steve Potter

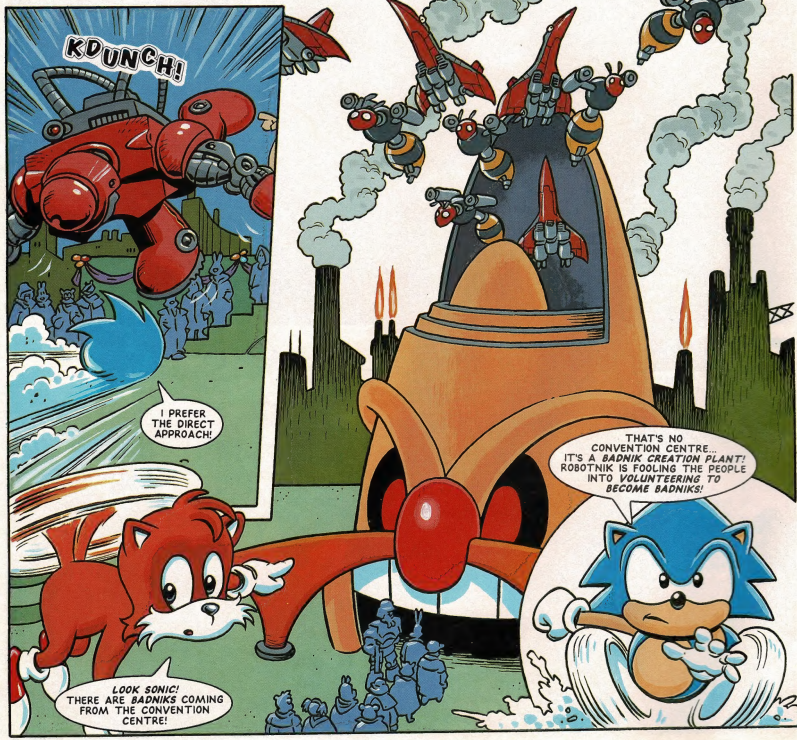

THE CHEMICAL PLANT ZONE, PLANET MOBIUS, D.R.B.D.R.*
THIS WAY
ANY IDEA WHAT THIS IS ALL ABOUT?
HAVEN'T A CLUE! WE WERE JUST TOLD TO REPORT HERE TO RECEIVE A REWARD FOR LOYAL SERVICE TO DOCTOR ROBOTNIK!
*DEFINITELY RULED BY DOCTOR ROBOTNIK!
WELCOME TO ROBOTNIKCON ONE! THE OFFICIAL CONVENTION FOR ALL LOYAL SUPPORTERS OF DOCTOR ROBOTNIK!
THAT MEANS EVERYONE! KEEP MOVING!

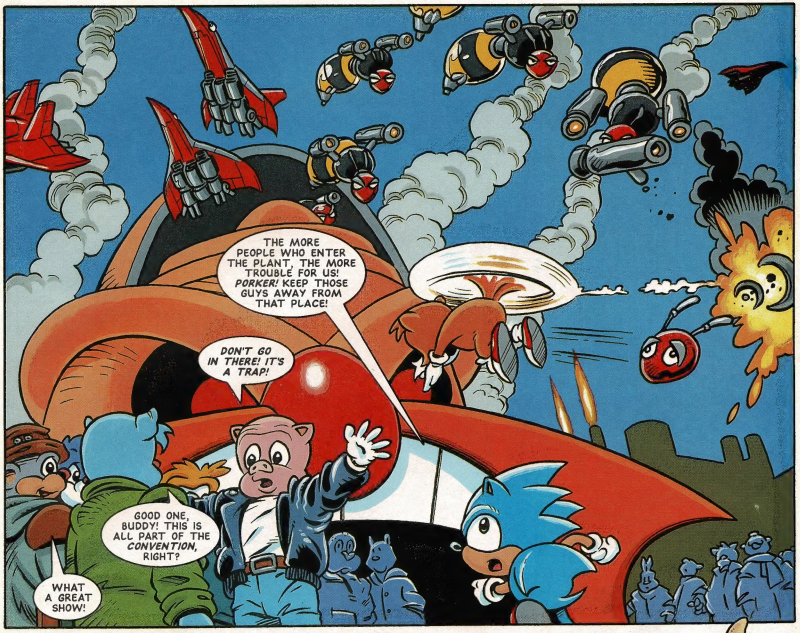

SPECIAL BONUS! SWAP YOUR LIFE'S SAVINGS FOR THIS EXCLUSIVE AUTOGRAPHED PHOTO OF OUR BELOVED LEADER!
I-I'M NOT TOO SURE ABOUT---
DO IT!
WHAT'S ON THE TIMETABLE FOR THIS CONVENTION?
PANEL DISCUSSION "IT'S GOOD TO BE A BADNIK" ...GUEST DICTATOR "DOCTOR ROBOTNIK TALKS AND YOU LISTEN!"
NOT A LOT OF VARIETY IS THERE-- sulp
YOU WILL ENJOY THIS CON... BY ORDER OF DOCTOR ROBOTNIK!
ELSEWHERE, IN THE SPECIAL ZONE...
OOH, SUITS YOU, SIR! SUITS YOU!
YES, I ALWAYS KNEW I COULD CARRY OFF THE MAJESTIC LOOK, GRIMER!
IT'S ONLY RIGHT THAT I SHOULD LOOK REGAL FOR A CONVENTION DEDICATED TO ME, EH, GRIMER?
I'M SURE THE PEOPLE WILL APPRECIATE THE EVENT, DOCTOR!
OH I'M SURE IT WILL CHANGE THEIR DULL LIVES... FOREVER! HAHAHAHA!


KEEP MOVING! DO AS YOU'RE TOLD! HAVE A NICE DAY!
IT-IT'S VERY DARK IN HERE!
YIKE! IT'S A TRAP!
WE'RE GOING TO BE TURNED INTO BADNIKS!
HELP!
OUTSIDE...
THIS LINE'S MOVING TOO SLOW! SPEED IT UP!
YOU WANT US TO MOVE FASTER, DUDE? OKAY...
- BUT I PROMISE, YOU'LL REGRET IT!
THE HEDGEHOG!

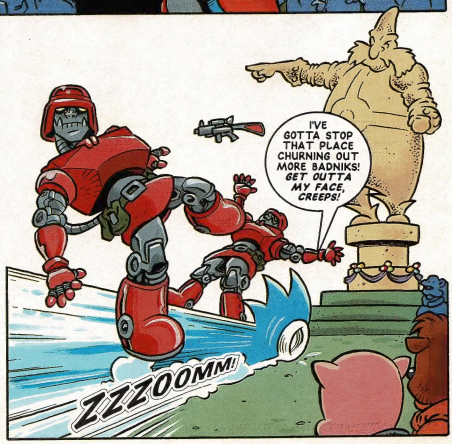

DESTROY HI-URZZX!
SO MUCH FOR THIS BEING AN UNDERCOVER OPERATION!
DREAM ON, SHELL-HEAD!
BWWAM!
ZZZIIPPP!

THE DUDE SHOULDN'T HAVE PUSHED ME! ANYWAY, I WAS GETTING BORED WAITING IN LINE!

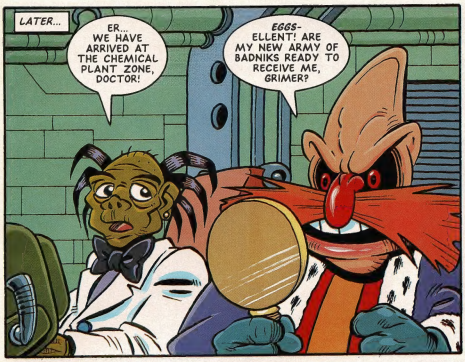

KDUNCH!
I PREFER THE DIRECT APPROACH!
LOOK SONIC! THERE ARE BADNIKS COMING FROM THE CONVENTION CENTRE!
THAT'S NO CONVENTION CENTRE... IT'S A BADNIK CREATION PLANT! ROBOTNIK IS FOOLING THE PEOPLE INTO VOLUNTEERING TO BECOME BADNIKS!

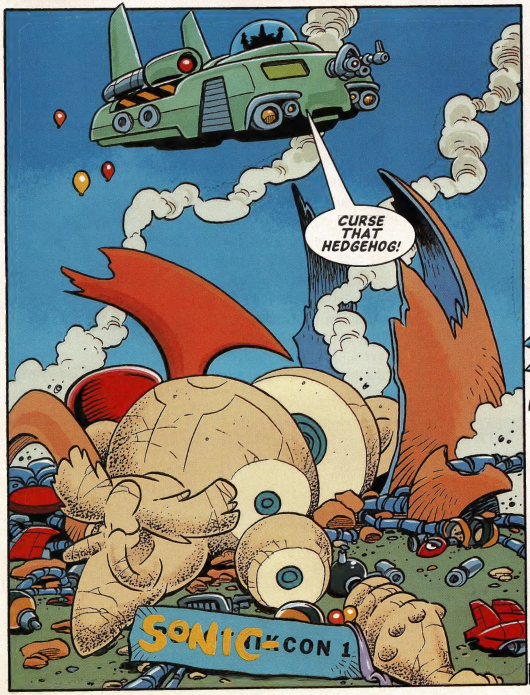

THE MORE PEOPLE WHO ENTER THE PLANT, THE MORE TROUBLE FOR US! PORKER! KEEP THOSE GUYS AWAY FROM THAT PLACE!
DON'T GO IN THERE! IT'S A TRAP!
GOOD ONE, BUDDY! THIS IS ALL PART OF THE CONVENTION, RIGHT?
WHAT A GREAT SHOW!

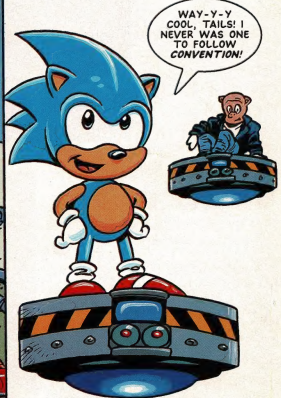
YOW! THIS IS NO ACT!
LET'S GET OUTTA HERE!


I'VE GOTTA STOP THAT PLACE CHURNING OUT MORE BADNIKS! GET OUTTA MY FACE, CREEPS!
ZZZOOMM!

EVERYBODY CLEAR THE AREA!
KKRRKK!
I'M TAKING ROBOTNIK DOWN!
KABOOOMM!!
THERE'S STILL A FEW BADNIKS TO FINISH OFF, SONIC!
NO PROBLEM.


LATER...
ER... WE HAVE ARRIVED AT THE CHEMICAL PLANT ZONE, DOCTOR!
EGGS-ELLENT! ARE MY NEW ARMY OF BADNIKS READY TO RECEIVE ME, GRIMER?





NEXT ISSUE: SANDOPOLIS ZONE MYSTERY!

REVIEW Zone

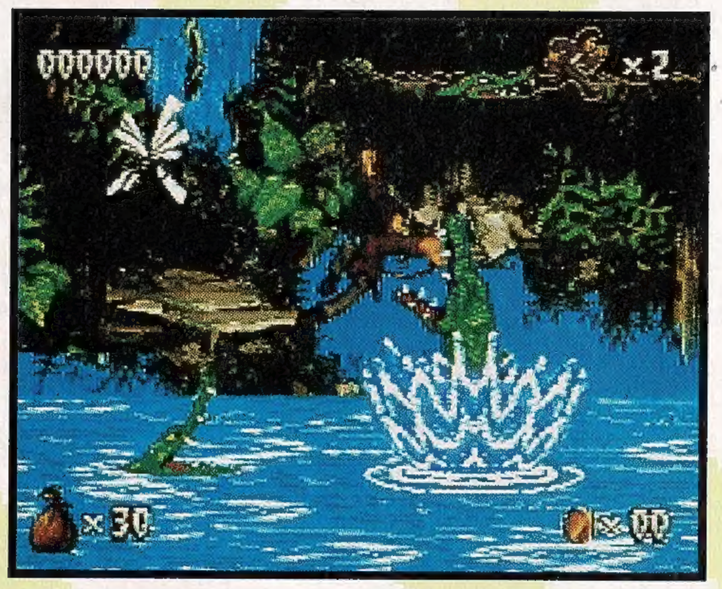
Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer & Nick Protz.

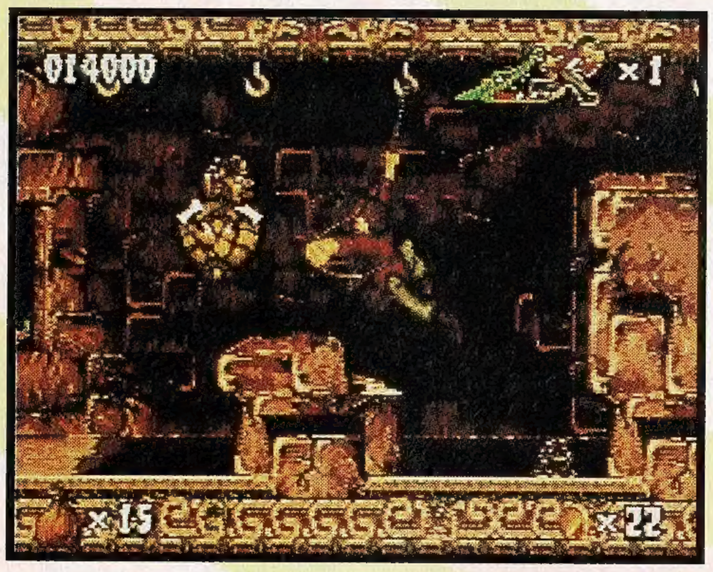
RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

PITFALL: THE MAYAN ADVENTURE

MD Mega Drive

game type: PLATFORM
1 PLAYER

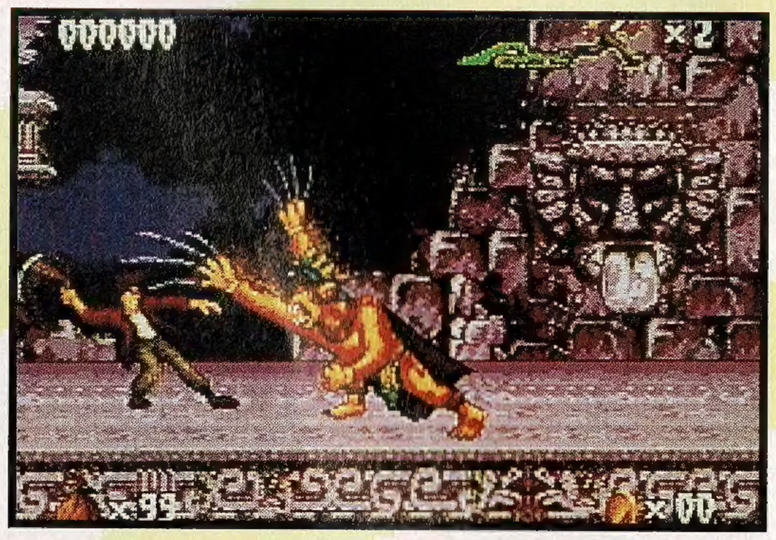




This updated version of an early video game classic features Harry Jr., son of Harry from the original *Pitfall*, whose mission is to save dad from an evil Mayan Warrior Spirit. You must guide Harry Jr. through 11 levels of Mayan venues and foes - travelling through rain forests, haunted temples and meeting strange enemies like the evil-possessed jaguar, fire-breathing statues, live skeletons and the Jaguar-man.

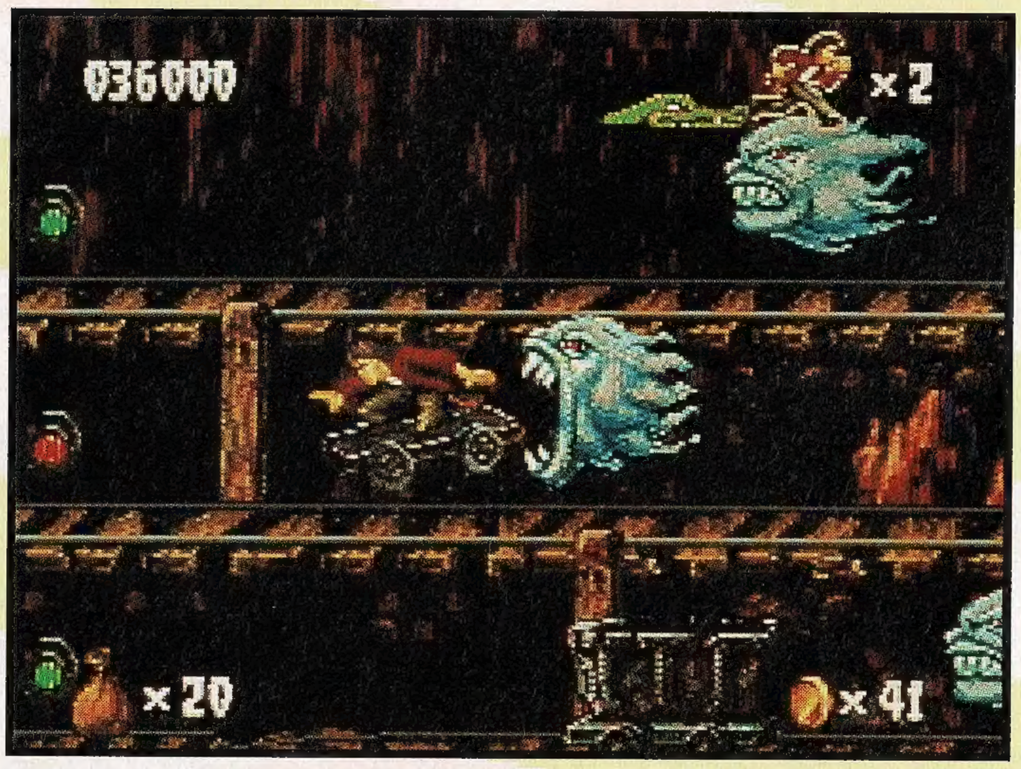
When you first play **Pitfall**, your hero may seem awkward to operate, but it's worth persevering as it does get easier. All the characters are well drawn with highly realistic movements. The backgrounds are particularly lush and stunning, and you could be excused for thinking this was created by Disney.

Pitfall's best feature is the way the levels are laid out. Instead of simply moving from left to right, the levels take you in all directions, even moving from the foreground to the background. A substantial puzzle element to the game keeps your frustration levels up and there's no end of hidden rooms. Indeed, search hard enough and you'll be able to transport yourself back to the original *Pitfall*!



Harry Jr. has many moves and a good array of weapons including a whip, slingshot and exploding bombs, all easily accessible from the menu. You can select the level of difficulty, but unfortunately there's no save feature, so you really need to search out the many continues along the way.

Pitfall is an above-average platform game with a learning curve that is just right. This Mayan Adventure offers good gameplay, impressive graphics and extensive levels - it should keep platform fans absorbed for some time. - NP



FAST FAX

PUBLISHER ACTIVISION
PRICE £49.99

GRAPHICS 88
SOUND 82
PLAYABILITY 84

RAVES
Challenging platform romp.

GRAVES
Difficult to control at first.

OVERALL 86%

RISTAR

MD
Mega Drive

game type: PLATFORM
1 PLAYER

Plug **Ristar** into the console and you'd be forgiven for thinking: new character, same old format. The brightly coloured backgrounds are very similar to *Sonic* and there's the usual fare of overground/underwater theme stages with end of level bosses.

However, **Ristar** is a new character, and with him comes a fresh platform gimmick - elasticated arms and a mighty grip with which to pull his enemies onto his star-shaped bonce. Fortunately, all Ristar's pulling, swinging, hanging and grabbing is achieved through a very simple control method.

As usual, there are power-ups and bonus levels to be found throughout the six different planets. These range from the lush planet of Flora to the hell that is Planet Scorch. Along the way you'll pass through Planet Sonata, which deserves special mention for its clever design - everything's a musical instrument and plays as such. Actually, the music is very catchy!

Ristar is bright and colourful with well drawn sprites and nice attention to detail. More importantly, and somewhat surprisingly, the gameplay is significantly better than average. In fact, I found myself really looking forward to completing each level.

It's nice to see a new platform game which earns its place on the shelf with good gameplay and clever, well thought-out design. **Ristar** is a fun game which offers a real challenge. The simple controls will make this a particularly good game for younger players. - JF

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS 86
SOUND 86
PLAYABILITY 87

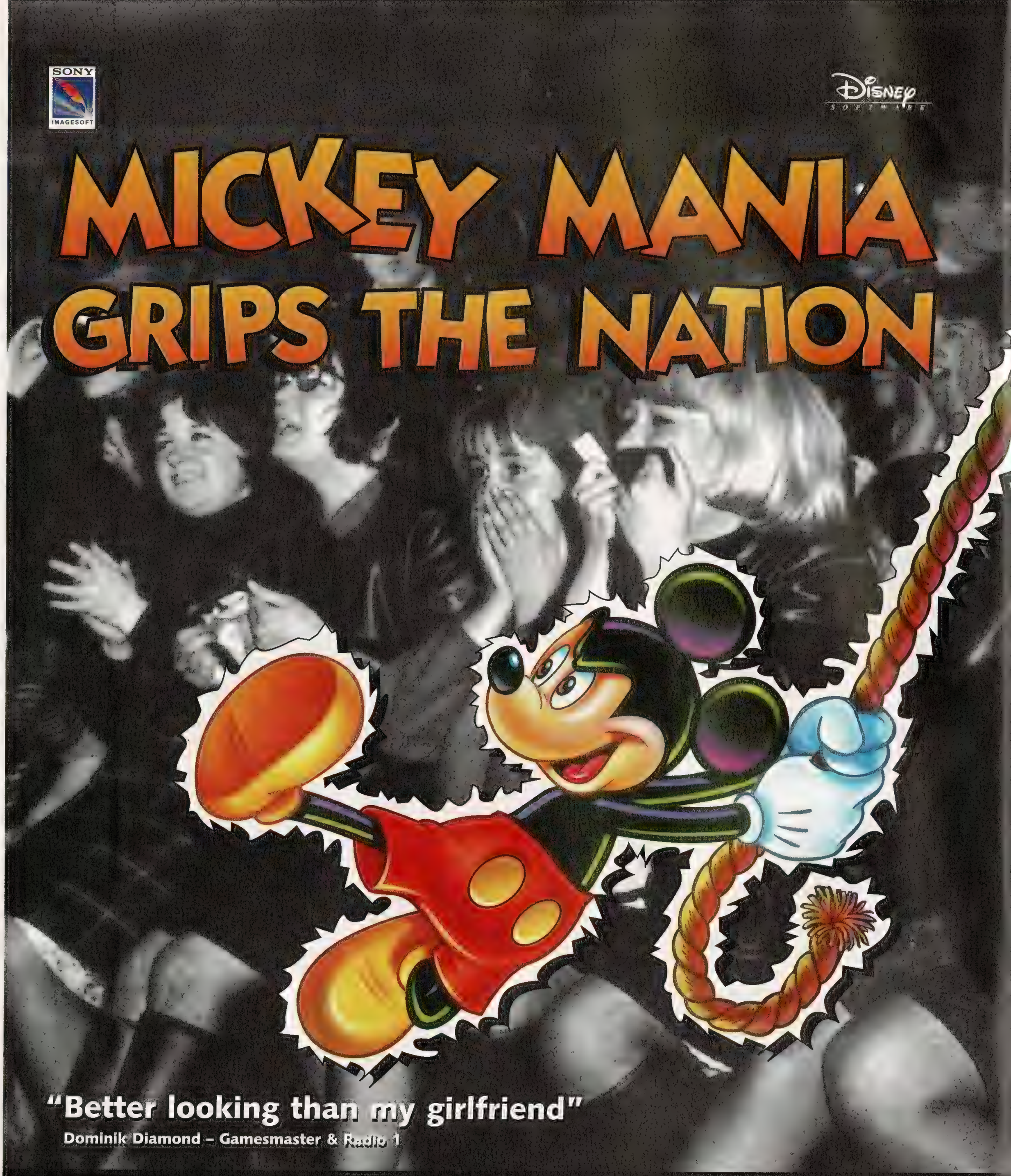
RAVES: Simple but fun
GRAVES: Looks familiar

OVERALL 86%

SONY IMAGESOFT

Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

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STREETS OF RAGE

THE ONLY GAME IN TOWN
PART 6

Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame

CRIME LORD MR X IS RUNNING A BOOK. THE ODDS ARE CURRENTLY A **HUNDRED TO ONE** AGAINST AXEL, BLAZE, MAX AND SKATES MAKING IT OVER THE EAST RIVER.

WE'RE NOT GOING TO MAKE IT!

SORRY, GUYS. I GUESS I LET YOU DOWN.

THEY MUST BE **CRAZY** TO TRY A JUMP LIKE THAT!

YEAH, LOOK AT THEM...

"...THEY'RE NOT EVEN CLOSE!"

SKRAK!

MAN, THAT GIRDER NEARLY KNOCKED MY TEETH OUT! EVERYONE OK?

YEAH...THAT WAS CLOSE... TOO CLOSE!

LET'S GET OUT OF HERE! THE GIRDER'S ABOUT TO GO!

OH MAN, AS IF WE DIDN'T HAVE ENOUGH PROBLEMS! THEY'RE SHOOTING AT US!

SPAANG!

SPLANG!

MAX... I DON'T THINK I... CAN MAKE IT...

I'M NOT LEAVING YOU, AXEL. GIVE ME YOUR HAND!

AXEL. . .GIVE ME YOUR HAND!

UNHHHH!

KRNNK

FIRST THING IS TO GET OUT OF THE LINE OF FIRE!

CAREFUL, AXEL'S LOST A LOT OF BLOOD.

D-DID WE MAKE IT?

WE MADE IT. NOW TAKE IT EASY, OLD BUDDY.

SORRY ABOUT THE BATTLE WAGON... YOU'RE NOT GOING TO... HOLD THAT AGAINST ME, ARE YOU GUYS?

I DON'T WANT TO SOUND LIKE A WIMP... BUT COULD SOMEBODY CALL ME AN AMBULANCE OR SOMETHING?

THE NEXT DAY AT A BAR IN THE ITALIAN QUARTER OF THE CITY...

I'M JUST TRYING TO SAY THANKS, FEROCCIO... WE ALL ARE...

I DIDN'T DO MUCH...

DIDN'T DO **MUCH?** SOMEHOW YOU ARRANGED FOR A HELICOPTER TO PULL US OUT OF THE MIDDLE OF A MOB WHO WERE OUT FOR OUR **BLOOD!**

FORGET IT.

FRANK... I USED TO BE YOUR PARTNER... YOU'RE A GOOD COP. WHY DON'T YOU **JOIN US?**

TAKE A LOOK AT YOUR FRIEND'S FACE AND ASK ME THAT AGAIN. I'M TOO OLD TO FIGHT ON THE STREETS.

BUT YOU GUYS, YOU'RE DOIN' GOOD WORK. THERE MIGHT BE **HOPE** FOR THIS CITY YET.

NOW GEDADAHERE. YOU WANT PEOPLE TO SEE ME TALKING TO A BUNCH OF **VIGILANTES?**

LATER THE SAME DAY AT MR X's HEADQUARTERS.

THEY ARE MOST **INSISTENT**, SIR...

VERY WELL, SEND THEM IN.

WE'VE COME TO COLLECT OUR **WINNINGS...**

TWENTY THOUSAND DOLLARS AT A HUNDRED TO ONE... I MAKE THAT A COOL **TWO MILLION!**

I AM WELL AWARE OF MY **PREDECESSOR'S** COMMITMENTS.

YEAH, WE HEARD ABOUT HIS LITTLE SWIMMING '**ACCIDENT**'. HOW LONG DO YOU FIGURE **YOU'LL** BE AROUND?

LONGER THAN YOU, AXEL STONE.

IT'S ALL HERE, THERE'S NO NEED TO COUNT IT.

YOU'RE GONNA GIVE IT TO US... JUST LIKE **THAT?**

I'M A BUSINESSMAN AND IT WOULDN'T BE GOOD FOR BUSINESS IF I DIDN'T PAY MY DEBTS.

BUT MAKE NO MISTAKE, THIS ENTERPRISE HAS **COST** ME DEARLY AND I'LL BE LOOKING FOR A WAY TO **RECOUP** MY LOSSES...

THE **FIRST** THING WE GOTTA DO IS GET OURSELVES A NEW SET OF WHEELS!

WHAT DO YOU MEAN '**WE**'? THIS IS MY MONEY! WHO WAS IT CRASHED THE BATTLE WAGON ANYWAY?

ENJOY YOUR VICTORY WHILE YOU CAN. I ASSURE YOU IT WILL BE **SHORT-LIVED!**

MORE HOT ACTION ON
THE STREETS OF RAGE
COMING TO STC SOON!

Sonic Star Pin-Up

ART: RICHARD ELIOPULOS

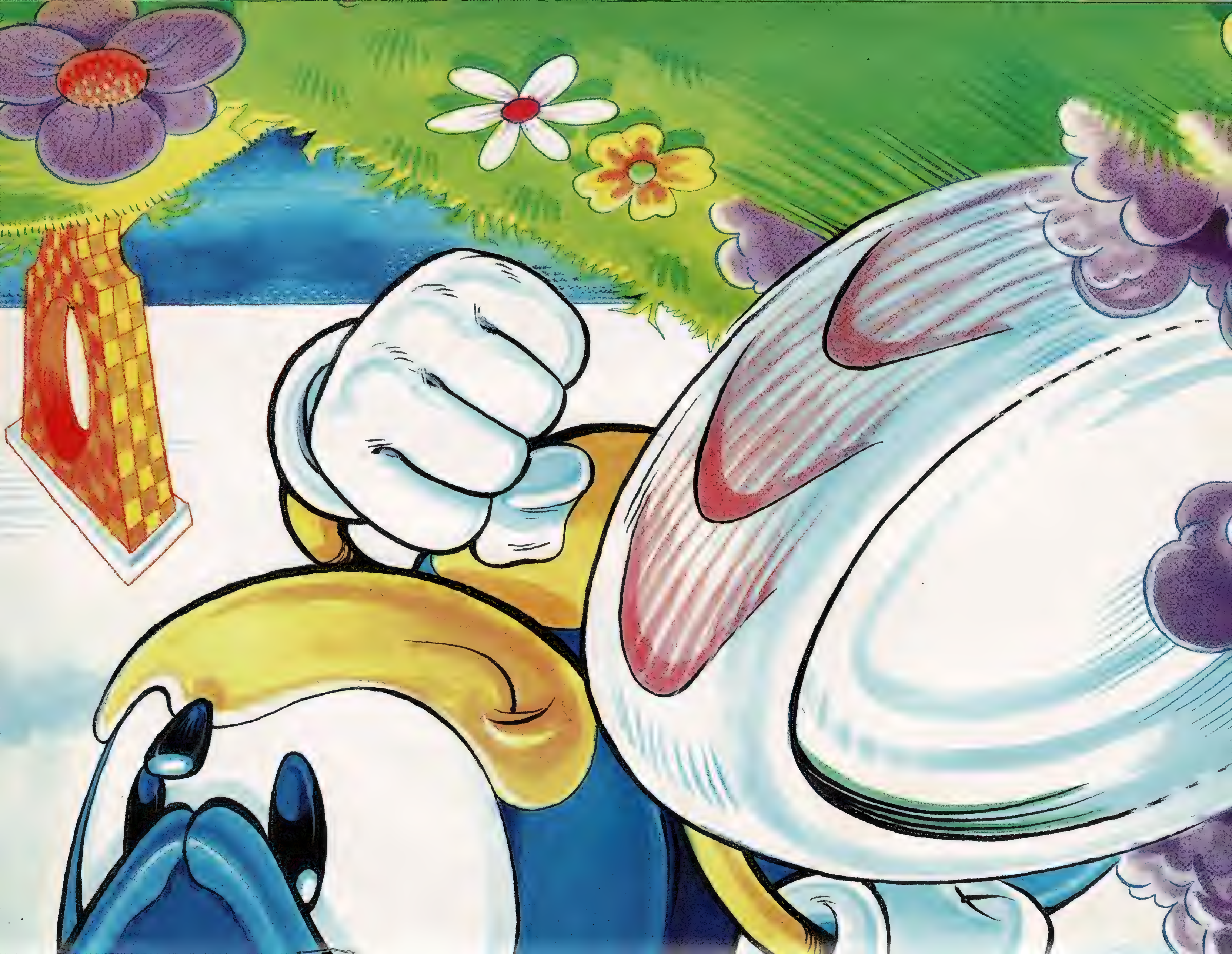
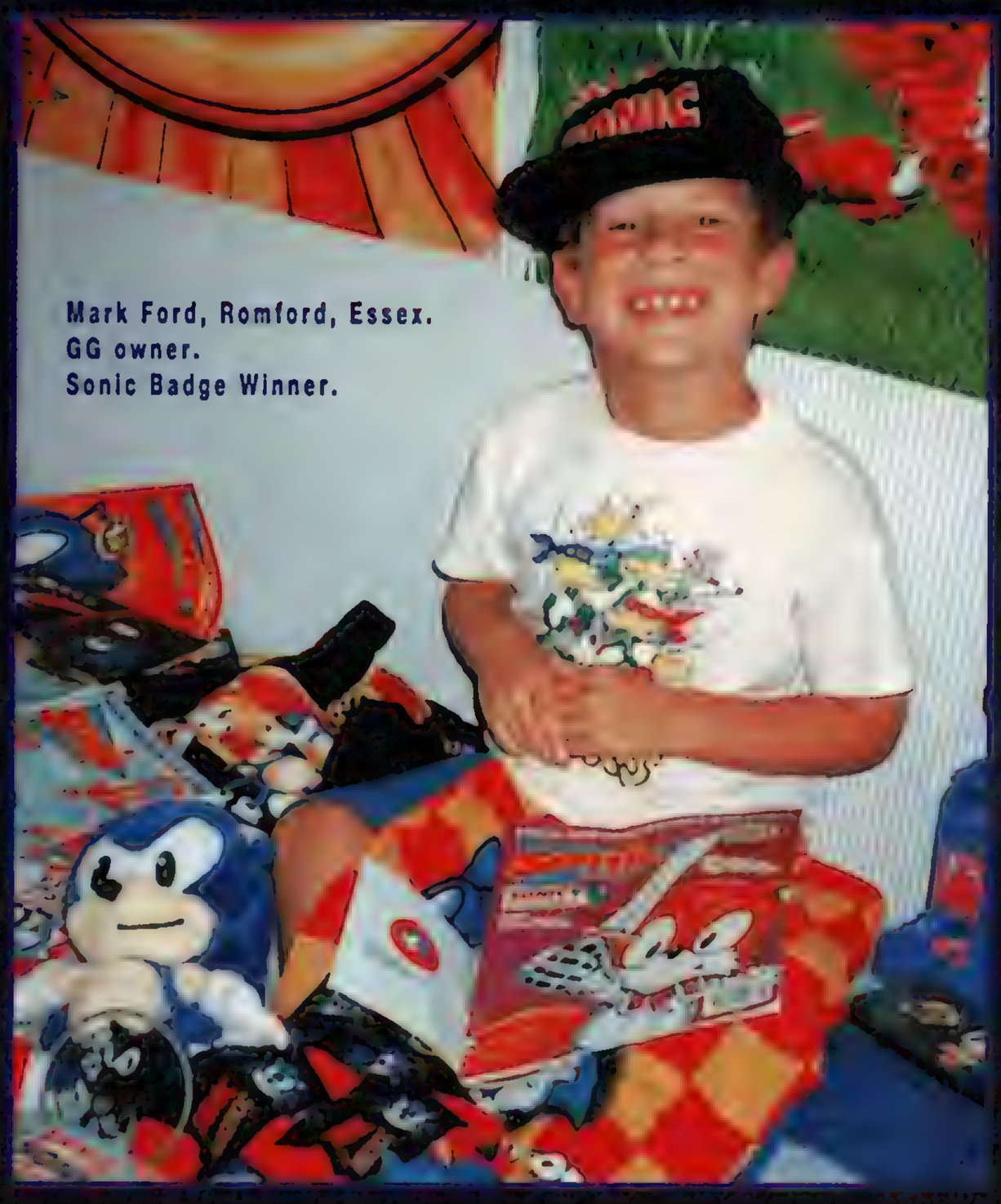


PHOTO Zone

As you can see from these fabby photo's, *STC*'s band of snap happy humes are capturing anything connected with the spiky blue one.
To get in on the picture, why not send in *your* Sonic snapshot (or Tails, etc)., bearing in mind that the more original the photo, the better. A super *STC* Sonic badge will be awarded for each picture published! That's worth a smile, surely.

Sam Greenway, Bromsgrove, Worcs. MS owner.
Sonic Badge Winner.

Allison Hedley,
Rowlands Gill, Tyne & Wear. MS/MD owner.
Sonic Badge Winner.



Mark Ford, Romford, Essex.
GG owner.
Sonic Badge Winner.

↑ Mathew Thorby, Wilberton, Cambs. MD owner.
Sonic Badge Winner.

STC's youngest 'reader' at seven and a half weeks? Alexander Gordon, Solihull, W Midlands. MD owner. (pic taken by big brother Christopher) Sonic Badge Winner.

Tom Swindell, S Glamorgan, Wales.
MD/MCD owner.
Sonic Badge Winner.

Tam, James & Peter Mitchell, Penrith, Cumbria. MD owners. Sonic Badge Winners.

Ankush Dhariwal, Newcastle-upon-Tyne.
MD owner.
Sonic Badge Winner.

Daniel Rabson and David Sullivan, Maidenhead, Berks.
MD owners. Sonic Badge Winners.

SONIC'S WORLD

Enter the Cybernik Part 2

Script: Lew Stringer
Art: Roberto Corona and John M. Burns
Lettering: Steve Potter

IN THE BADNIK PROCESSING PLANT, A FIERY SQUIRREL NAMED SHORTY IS ABOUT TO BE TURNED INTO A NEW SUPER-BADNIK CALLED THE CYBERNIK...

UNLIKE OTHER BADNIKS, ONCE YOU BECOME *THE CYBERNIK* YOU CAN *NEVER* BE FREED! YOU WILL OBEY ME *FOREVER!*

DREAM ON, LARDBELLY! YOU'LL NEVER BRAIN-WASH ME INTO FOLLOWING YOU!

NO-ONE CAN RESIST THE PROCESS! *GRIMER*– MAKE IT SO!

I LOVE THIS JOB! IT'S *FUN* BEING EVIL!

GOT TO RESIST THE BRAINWASHING! *GOT TO!*

MUST... RESIST... TO SAVE...MY FRIENDS! GOTTA... *RESIST! AAAGHH!*

FZZAKK!

IT IS DONE! RELEASE HIM!

YOU AND THE ARMOUR ARE NOW AS ONE! EVEN THAT... *HEDGEHOG* WOULD NOT BE ABLE TO FREE YOU! THE FIRST OF A RACE OF *ULTIMATE BADNIKS!*

YES, MASTER!

!?

PHZAPP!

CYBERNIK– *DEMONSTRATE YOUR POWERS!*

I OBEY!

HMM. SHAME TO WASTE A TROOPER! STILL, AN IMPRESSIVE DEMONSTRATION!

CYBERNIK, I THINK I HAVE THE *PERFECT MISSION* FOR YOU!

AS A TEST OF LOYALTY, YOU WILL LEAD THESE BADNIKS... TO ATTACK THE *EMERALD HILL ZONE* WHERE YOU USED TO LIVE!

GO! DESTROY! ANNIHILATE! TAKE NO PRISONERS!

I OBEY...

...MASTER.

THE EMERALD HILL ZONE.

ROBOTNIK CAPTURED MANY OF OUR PEOPLE!*

YES, WE WERE LUCKY TO ESCAPE!

ULP! THINK WE'LL BE SO LUCKY THIS TIME?

*LAST ISSUE. MEGADROID.

HARD TO BELIEVE THOSE BADNIKS USED TO BE JUST LIKE US!

AND THEY WILL BE *AGAIN!*

PHZAPP!

FREE!

SAVED! BUT WHO--?

CYBERNIK AT YOUR SERVICE!

SO DID *ROBOTNIK*, BUT IT LOOKS LIKE THE DAMAGE I DID TO HIS COMPUTER*, COUPLED WITH MY OWN *STUBBORN NATURE* LEFT ME WITH MY *OWN MIND!*

B-BUT I THOUGHT YOU WERE *LEADING* THE BADNIKS?

*LAST ISSUE, ALSO. MD.

I PRETENDED TO BE UNDER ROBOTNIK'S CONTROL SO I COULD LEAD THE BADNIKS BACK HOME TO *FREE* THEM!

THAT VOICE! *SHORTY?* IS THAT *YOU?*

YEAH, HOPPER, IT'S ME! NO TIME FOR CELEBRATIONS YET, BUDDY! I'VE A FEELING ***DOCTOR ROBOTNIK'S*** GONNA BE PAYING US A VISIT VERY SHORTLY!

SPEAKING OF WHOM...

WHAAT?

IT-IT APPEARS THE CYBERNIK HAS A *FREE MIND*, DOCTOR! THIS PRESENTS US WITH QUITE A PROBLEM!

IT PRESENTS US WITH *NO* PROBLEMS, GRIMER! I CREATED THE CYBERNIK...

HANGAR 18

...AND I WILL DESTROY HIM!

NEXT ISSUE: ***ROBOTNIK VERSUS CYBERNIK!*** *(BETTER THAN A BRUNO FIGHT!)*

DANGER!

DERANGED DICTATOR AT WORK! STC ISSUES ROBOT-NICKED!

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

LION KING SPECIAL

Part 1

MEGA DRIVE MD

Walt Disney's most successful animated feature film ever, **The Lion King**, was beautifully converted to the Mega Drive by top software house Virgin using Disney's very own animators. STC's game guru David Gibbon has worked his joypad to the bone compiling the solution to this blockbuster.

THE PRIDELANDS - LEVEL ONE

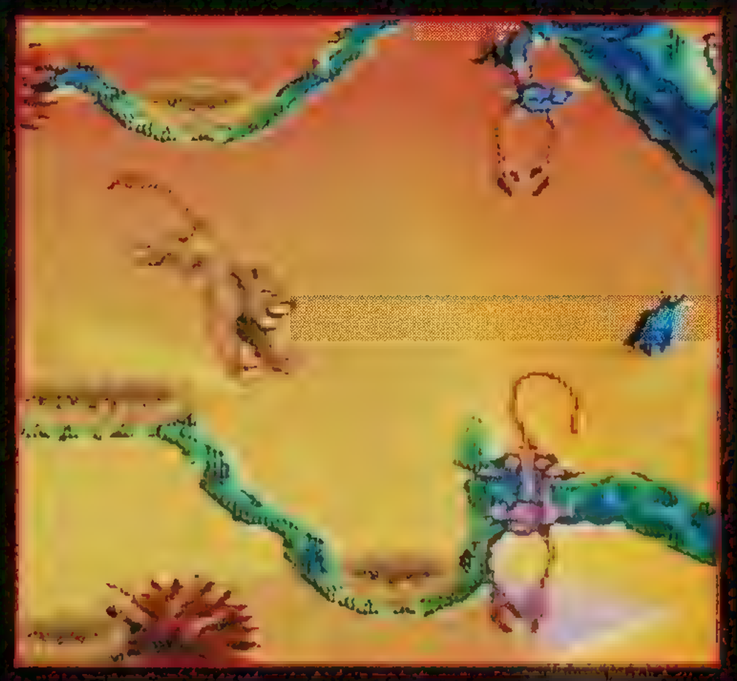
A fairly easy level which shouldn't pose too many problems. From the start, Simba must get on top of the trees at the very top of the level and head right to defeat the hyena (see Top Tips).

EXTRA LIFE. Below the trees at the top, head right to a small cavern. At the bottom of this you'll find an extra life next to a porcupine.

HAZARDS:

PORCUPINE. Just roar at these spiky menaces and they'll flip over. Now jump on them to destroy.

BOMBARDIER BEETLE. Once jumped on, these blue coloured beetles will explode after only a few seconds. Make sure you jump clear as quickly as possible before they do.



CAN'T WAIT TO BE KING - LEVEL TWO

Head right and jump onto the rhino's horn. He'll throw you up and you'll land onto the giraffe's head. Jump right, across each one, until you come to dry land. Roar at the two purple monkey's above you, then jump onto the rhino's head. You'll be thrown and will eventually land on the running ostrich. Here, you will jump hogs, duck under low branches and jump over nests. Keep your eye on the arrows that appear as they tell you which way to go. The sequence is jump, duck, jump, double jump and duck. Get across the lake using the hippo's tails. Now, get to the top of the tree by grabbing onto the blue hippo, jumping right, then right again, and onto the giraffe's head. Back on the ostrich, but without the help of arrows. The sequence here is jump, duck, jump, jump, duck, double jump, duck, duck, jump and double jump. Roar at the lowest purple monkey and jump onto the horn of the far-left rhino. When you land, roar at the monkey, jump to the ground and go back to the first tree via the logs on the lake. Jump on the left-rhino's horn and, when you land, roar at the closest purple monkey. Jump to the ground, roar at the lowest purple monkey and jump on the left rhino's horn to win.

THE ELEPHANT GRAVEYARD - LEVEL THREE

After getting rid of the hyenas, walk left, fall down the next gap, then head left then right. Continue right, climb the last wall at speed otherwise the boiling water will catch up with you. Once at the top, head left to reach the end.

HAZARDS:

CLIMBING WALLS: When you get to the part where you climb up a wall or where the water chases you, speed is the essence! Grab hold of the lowest ledge, then press C continuously until you reach the top.

VULTURES: These pesky birds can pose serious problems if not disposed of quickly. Before they take off, jump three times on their backs to destroy.

THE STAMPEDE - LEVEL FOUR

This innovative 'coming at you' level looks impressive, but you won't have much time to take any notice as Simba is caught up in the stampede. As the wildebeest approach, move from side-to-side to avoid being trampled on. When you see a flashing rock at the bottom of the screen, count three flashes then jump to avoid the oncoming hazard.

SIMBA'S EXILE - LEVEL FIVE

Make your way to the bottom of the level by going from left-to-right and then right-to-left. This way you'll eventually reach the end.

HAZARDS:

FALLING ROCK: Don't stand still for too long, otherwise you'll get hit by a falling rock.

ROLLING BOULDERS: You'll find on two occasions when you travel across grass, a giant rolling boulder will come thundering after you. Hesitate for a split-second and you'll be crushed - so run like the mad and you should be fine! If, while running, you come up against a Porcupine, roll into it by pressing Down.

SMALL HANDLES: Throughout this level, particularly the last bottom section, Simba will need to leap from handle to handle. Some of the gaps between them are quite large, so timing is very important. Leap just as Simba swings towards your next handle, pressing the D-Pad in the correct direction while in mid-air.

TOP TIPS

1. Remember there's no time limit on any of the levels, so take it easy and explore as much as you can. There are quite a few bonus bugs and extra lives to be found if you search hard enough.

2. While completing this solution, play the game as normal, then pause and refer back to *STC*. That way you won't forget where you're up to.

3. **DEFEATING THE HYENAS**
   The whole game is overflowing with pesky laughing hyenas! Although it's very hard not to lose energy, as long as you know what you're doing it's possible to minimise this. Destroying the hyenas is different, depending on whether you're a cub or an adult lion.

   CUB:
   As young Simba, stand away from the hyena and wait for it to jump in the air. When it does, run underneath it to the other side. As it stands gasping for breath, go over and jump on top of it. Repeat to win.

   ADULT LION:
   The best way to defeat hyenas is to constantly maul them. Do this by walking near to them and repeatedly pressing B.

NEXT ISSUE: More Lion King revelations in Part 2

MARKO'S MAGIC FOOTBALL™

Script: Lew Stringer
Art: Gary Andrews
Lettering: Steve Potter

PART 6

THE GUY IN THE TOP HAT IS COLONEL BROWN WHO, DAFT AS IT SOUNDS, PLANS TO POLLUTE THE WORLD WITH GREEN SLUDGE!

MY NAME'S MARKO. I'VE MANAGED TO STOP HIM SO FAR, BUT I THINK MY LUCK JUST RAN OUT!

EVER SEE WHAT MY LOVELY *GREEN SLUDGE* CAN DO TO SOMEONE, BOY?

UNFORTUNATELY, I HAD! IT TURNS PEOPLE INTO HORRIBLE SLUDGE MONSTERS! NOT A PRETTY SIGHT!

INTO THE BARREL, BOY!

MY FOOTBALL HAD ALSO BEEN EXPOSED TO THE SLUDGE, WITH A DIFFERENT RESULT...

SEEN MY MAGIC *FOOTBALL IN ACTION*, COLONEL? IT *VAPOURISES* CREEPS LIKE YOU!

BOOT!

BUMP!

NOT WHILE I'M WEARING THIS *SPECIAL SUIT*, SONNY BOY!

ER, GOTTA GO NOW...

WELDERS! *DESTROY HIM!*

WE GOT HIM, BOSS!

NO! IF YOUR FLAME HITS THE BARRELS-

FWOOOSH!

OOER! YOU'RE ON YER OWN, COLONEL! *WE RESIGN!*

TRAITORS!

BLORKK!

NO ESCAPE FOR *YOU*, BOY!

MAYBE MY BALL *CAN'T* DAMAGE YOUR SUIT...

...BUT LET'S SEE WHAT THE SLUDGE DOES TO IT!

UGGHH!

KABOOT!

B-Z-Z-Z-T!

PWAFF!

NOO! I ONLY WANTED TO RULE THE WORLD! *IT'S NOT FAIRRR!*

SPLURRCH!

THE ELECTRONICS IN THE COLONEL'S SUIT HAD CAUSED A WILD REACTION WITH THE SLUDGE! I HAD TO GET OUT OF THE TOWER - AND FAST!

BLOOK!

BLASHH!

KABOOM!

THAT'S HIM! THAT'S THE BOY! IF IT WASN'T FOR THAT BRAT AND HIS MAGIC FOOTBALL WE'D HAVE *TAKEN OVER THE WORLD*, I TELL YOU!

RIGHT, SIR. MAGIC FOOTBALL, YOU SAY?

DUNNO WHO THE MAD SCIENTIST WAS. OBVIOUSLY A MATE OF THE COLONEL'S BY THE SOUND OF IT.

CAPTAIN'S LOG: STARDATE: SATURDAY EVENING. THE BOY MARKO HAS SUCCEEDED! THE FUTURE OF EARTH IS SAFE!

CAPTAIN SMIRK! DID I DO IT? DID I CHANGE HISTORY?

ER... MAYBE! WE'VE MISLAID THE HISTORY BOOKS FOR THIS ERA, SO WE'RE NOT 100% SURE!

GREAT.

BEAM ME UP, PADDY!

MARKO! WHERE HAVE YOU BEEN? YOU SAID YOU'D BE BACK FOR TEATIME!

ER... JUST HAVING A KICKABOUT, MUM!

YOU'LL DO NO ONE ANY GOOD KICKING A BALL ABOUT ALL DAY, MY LAD!

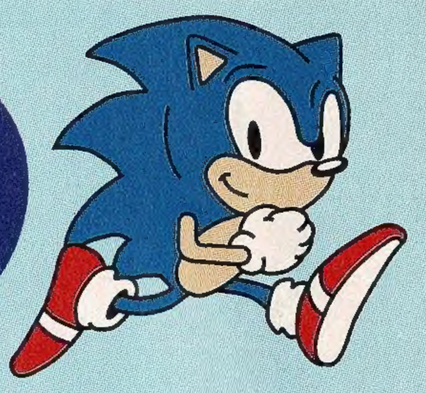
GOOD OLD MUM. IF ONLY SHE KNEW!

BLURP!

THE END?

WANT TO SEE MORE OF MARKO IN STC? VOTE, WRITE, YELL, SCREAM - WE'RE LISTENING!

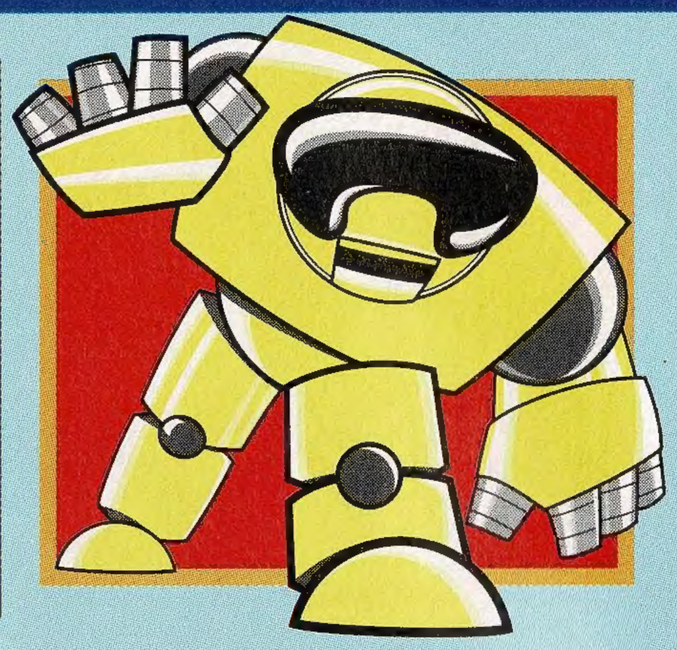
SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic Scrum

Dear *STC*,

I'm a big rugby fan and I think Sonic could run Will Carling to the ground with his speed, no problem!

Luke Holland, Castleton, Nr Sheffield.
Sonic Water Fun Game Winner.

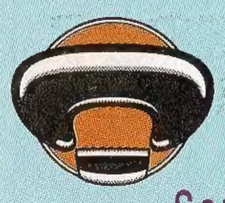
No contest, Luke. Maybe our spiky blue hero could even show those rugger humes a thing or two about defence tactics...

Dead Cert

Dear Megadroid,

Are all video games (including sports sims) going to have age limits put on them?

Matt Winter, Witney, Oxon.
Sonic Water Fun Game Winner.



They sure are, Matt. Enforced by ELSPA (European Leisure Software Publishers Association) the aim is to provide a suitability guide similar to that provided by movie ratings. Found on the back of the game packaging the ages range from 3-10, 11-14, 15-17 and 18+ with suitability indicated by a tick.

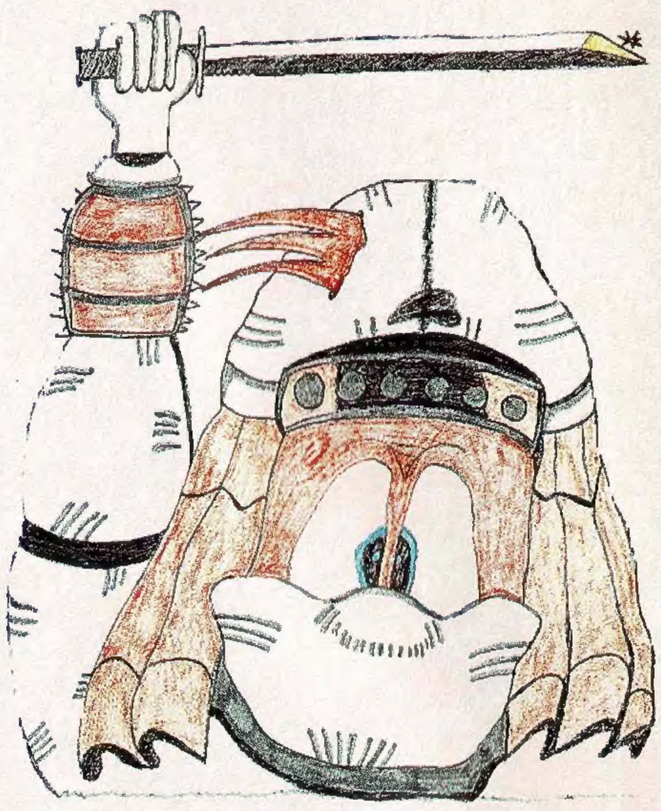
Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Jason Cowlishaw, Bretton, Barnsley.
MCD owner.
Sonic Water Fun Game Winner.

Sonic cuts a dash as Shinobi.

Check out the new Shinobi story starting next issue.

A foxy-looking Shinobi. See Tails in his usual guise in just two issues time.



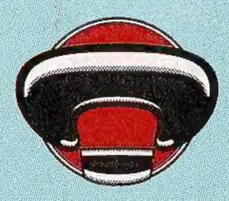
Robert Lee Crawley, Bransholme, Hull.
GG/MD owner.
Sonic Water Fun Game Winner.

Doctor B.O.

Dear Megadroid,

I am a bit concerned because I think that Doctor Robotnik probably smells of rotten eggs! Also, if this is true, why doesn't he use a deodorant?

Amy Wright, Roxburghshire, Scotland.
Sonic Water Fun Game Winner.



Perhaps Amy, that beneath his rotten exterior, he's ozone friendly!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE ...

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1 SONIC!
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NEW SERIES

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.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

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HEY,
WAIT FOR
ME!!

THE ASTRONAUT
IS GOING TO
MISS THE LAUNCH

LAUNCH
COMMIT

NEW

6614
Space Port
Fire Truck

NEW

LEGO SYSTEM

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